



**Pokémon**  
TRADING CARD GAME

SCARLET & VIOLET  
**STELLAR CROWD**

**PLAYER'S GUIDE**





## Pokémon TCG: Scarlet & Violet—Stellar Crown Player's Guide

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## **An Adventure to Awaken the Power Within!**

Descend into a world below the surface and discover the true potential of the Terastal phenomenon! The Legendary Pokémon Terapagos takes the throne, joined by Cinderace ex, Lapras ex, and Galvantula ex, all wielding brilliant new powers as Stellar Tera Pokémon ex. The newly discovered Hydrapple ex leads even more Pokémon ex into battle, and ACE SPEC cards continue to shake up the game in the Pokémon TCG: Scarlet & Violet—Stellar Crown expansion!

## **Welcome to the Pokémon TCG: Scarlet & Violet— Stellar Crown Expansion**

Deep beneath the glittering caverns of Area Zero lies a hidden treasure: the source of the Terastal phenomenon, the Legendary Pokémon Terapagos! Roused from its crystalline slumber, it Terastallizes to become a Stellar Tera Pokémon ex in the Pokémon TCG: Scarlet & Violet—Stellar Crown expansion. But what's a Stellar Tera Pokémon ex? Read on to find out!

BASIC

# Terapagos<sup>EX</sup>

HP 230 ★

Tera

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).



## Unified Beatdown

30×

If you go second, you can't use this attack during your first turn. This attack does 30 damage for each of your Benched Pokémons.



## Crown Opal

180

During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic non-★ Pokémons.

weakness



resistance

retreat



Illus. 5ban Graphics

H SCR

173/142



### Pokémon EX rule

When your Pokémon EX

is Knocked Out, your opponent takes 2 Prize cards.

## What's New in This Expansion?



### Stellar Tera Pokémon ex

The awesome power of Terapagos ex has spread to other Pokémons, including Cinderace ex, Lapras ex, and Galvantula ex. These four Stellar Tera Pokémons are their usual types, but each has a superstrong attack that requires three different types of Energy to use. Do 180 damage to any of your opponent's Pokémons with Cinderace ex, fish up a bounty of Energy cards with Lapras ex, and prevent your opponent from playing Item cards with Galvantula ex. As for the star of the show—Terapagos ex—its Crown Opal attack might discourage your opponent from going on the offense with a Basic Pokémon of any type other than \*.



## Tera Pokémon Strategies

Several new cards in *Scarlet & Violet—Stellar Crown* feature effects that either benefit your Tera Pokémon or reward you for having them in play. For example, Blueberry Academy teacher Briar can help you make a dazzling comeback and take an extra Prize card, while Glass Trumpet is a great way to accelerate Energy onto your Benched Terapagos ex. There's even a new ACE SPEC Poké Tool card, Sparkling Crystal, that can be attached to your Tera Pokémon to reduce their attack costs by one Energy of your choice—perfect for those Stellar Tera Pokémon with attacks requiring three different types of Energy. Just remember that because Sparkling Crystal is an ACE SPEC card, you can have only one in your deck.

Two more cards in this expansion give you a special boost for using Tera Pokémon, especially Terapagos ex—keep reading to find out more!

## More Newly Discovered Pokémons

Dipplin, the Candy Apple Pokémon and a newly discovered Evolution of Applin, made its debut in the *Scarlet & Violet—Twilight Masquerade* expansion. But now little Dipplin has evolved again, this time to the fearsome Hydrapple ex!



The sleek and sturdy Duraludon also has a newly discovered Evolution, Archaludon! Although Archaludon appears for the first time in *Scarlet & Violet–Stellar Crown*, it can evolve from any Duraludon, including those from the *Sword & Shield* Series. Just keep in mind that it can't evolve from Duraludon V or Duraludon VMAX—they're already strong enough on their own!





## Another Fossil Excavation

Item cards featuring fossils returned to the Pokémon TCG in *Scarlet & Violet-151*, and now two more have appeared to help players team up with Pokémon of the prehistoric seas. While they're in play, these antique-themed Item cards are treated as 60-HP Basic ★ Pokémon, but even though they can't attack or retreat, they're not totally helpless—each has a uniquely protective Ability to help shield it from the actions of your opponent.

## Stellar New Combos



### Beatdown in the Area Zero Underdepths

As we venture into the Area Zero Underdepths, there's a profound feeling of wonder... Or maybe that's just your Bench expanding! As long as you have a Tera Pokémon in play, this splendid Stadium card lets you have up to eight Benched Pokémons instead of the typical five. Terapagos ex is the perfect partner: it's a Stellar Tera Pokémon, and its Unified Beatdown attack does 30 damage for each of your Benched Pokémons. And Noctowl is a great candidate to perch on your Bench, as its Evolution-powered Jewel Seeker Ability lets you search your deck for any two Trainer cards if you have a Tera Pokémon in play. This fearsome trio of cards is sure to be the foundation of a formidable deck!



## Boundless Bouffalant Bouffer

Bouffalant's majestic hair isn't just for show—it also provides protection! The Curly Wall Ability will reduce the attack damage your Basic ★ Pokémons take from your opponent's Pokémons by 60, but only if you have at least one other Bouffalant in play to form that wall. Bouffalant has exactly 100 HP, making it a perfect candidate to search up with Fan Rotom's Fan Call Ability and start absorbing hits. These Pokémons are excellent partners for Terapagos ex as well, making for one captivating crew of ★ Pokémons!



## Yes, Chef!

Crabominable and Veluza are equipped with some hefty attacks, but they also require a lot of Energy to use. Thankfully, both Pokémon have the Food Prep Ability, which chops \* off their attack costs for each Kofu card in your discard pile. Try to get as many Kofu cards into your discard pile as quickly as possible so you can start launching big attacks like Crabominable's Haymaker. With four Kofu in your discard pile, this 250-damage attack can be used for just 1! With efficient attacks like that, you'll be cooking in no time!



## Dance of the Syrup Apple Hydra

The mighty Hydrapple ex comes roaring in with 330 HP and the Syrup Storm attack, which does 30 damage plus 30 more for each Energy attached to all of your Pokémons. So how do you get more Energy in play to sweeten up that attack? Hydrapple ex's Ripening Charge Ability will help, allowing you to attach an extra Basic Energy card from your hand to one of your Pokémons each turn (and healing 30 damage in the process). Teal Mask Ogerpon ex is here to lend a helping hand with its Teal Dance Ability, which lets you attach a Basic Energy card from your hand to it and then draw a card. With enough Teal Mask Ogerpon ex and Hydrapple ex in play, you'll be attaching tons of Energy every turn. Before you know it, you'll be unleashing a Syrup Storm that no opposing Pokémons can withstand!



## Inspiration at Night

Slowking's Seek Inspiration attack can be quite chaotic! For **● ★**, it discards the top card of your deck, and if that card is a Pokémon that doesn't have a Rule Box, you can use one of that Pokémon's attacks right away! Normally, an attack like that would be left up to chance, but you can make your own luck with the Academy at Night Stadium card. Use it to put a Pokémon from your hand on top of your deck, and then use Seek Inspiration for an instant offense! Try to find a wacky variety of attacks to keep your opponent off guard. We're talking Kyurem's Trifrost, Conkeldurr's Gutsy Swing, or anything else that does massive damage. Hit 'em with the element of surprise!



## Everyone Chow Down Now

Everyone Explode Now! Drifblim's attack does 50 damage for each of your Drifloon and Drifblim in play, but it comes with the drawback of also doing 30 damage to each of those Pokémons. There are two routes you can take with this: The first is to take advantage of that recoil damage using Drifloon from the Scarlet & Violet expansion, whose Balloon Blast attack does 30 damage for each damage counter on it. The other is to heal the damage from all of your Evolution Pokémons with Dachsbusn ex's Time to Chow Down Ability, ensuring your Blimp Pokémons are free to continue exploding...now.

## Use Abilities to Your Advantage

The Scarlet & Violet–Stellar Crown expansion features lots more Pokémons with Abilities that will prove useful in a variety of situations. Think about how you might incorporate them into your next deck!

### Ledian

After evolving, Ledian and its Glittering Star Pattern can mesmerize one of your opponent's weaker Benched Pokémons, pulling it into the Active Spot so you can aim for an easy Knock Out.



### Cradily

With Cradily's Selective Slime, you're just a lucky coin flip away from making your opponent's Active Pokémon Burned, Confused, or Poisoned. This Ability stacks, and a Pokémon can be affected by all three of these Special Conditions at once, so set up multiple Cradily to increase your chances of a superpowered Miasma Wind attack!



## Carracosta

When your opponent has an Evolution Pokémon in their Active Spot, call on Carracosta's Primal Knowledge to boost the attack damage of your own Pokémon by 30. If you can manage to get four Carracosta in play at the same time, that damage gets increased by 120 instead!



## Drednaw

Fend off your opponent's bigger Pokémon with the Impervious Shell Ability, which shields Drednaw from attack damage totaling 200 or more. This could prove frustrating for Pokémon like Crabominable, whose only attack does 250 damage, or for Melmetal ex if your opponent flips heads twice when using Iron Swing.



## Rhyperior

Using its hefty body to form a Wide Wall, Rhyperior shields your Pokémon from the effects of your opponent's Supporter cards. Go ahead, disobey those Boss's Orders!

## Klinklang

When your opponent has a Stage 2 Pokémon in play, Klinklang can make an Emergency Rotation onto your Bench to back you up, bypassing the Evolution process entirely. So efficient!



## Archaludon

Duraludon's newly discovered Evolution provides a toll-free escape route for your Pokémon that have Energy attached, serving as a Metal Bridge to reduce their Retreat Costs to zero.



## Orthworm ex

With a Retreat Cost of \* \* \* \* , Orthworm ex is a great candidate for scooting across Archaludon's Metal Bridge, but its own Ability is worth mentioning, too. Load Orthworm ex up with Energy, then send it into the Active Spot to make your opponent act carefully so they don't suffer from a game-changing Pummeling Payback!

# Pokémon TCG: Scarlet & Violet—Stellar Crown Card List

## Use the check boxes below to keep track of your Pokémon TCG cards!

Note: This list does not include promo cards released around the same time as the expansion, and it does include hyper rare cards.

- = standard set
- = standard set foil
- = parallel set
- = common

- ◆ = uncommon
- ★ = rare
- ★★ = double rare
- ★★★ = ultra rare

- ★ = ACE SPEC rare
- ★ = illustration rare
- ★★ = special illustration rare
- ★★★ = hyper rare

001  Venusaur ex



★★

002   Ledyba



●

003   Ledian



★

004   Celebi



◆

005   Lileep



●

006   Cradily



★

007   Carnivine

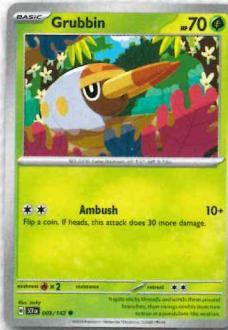


●

008   Mow Rotom



●

009   Grubbins010   Gossiflour011   Eldegoss012   Applin013   Dipplin014   Hydrapple ex015   Nymble016   Lokix017   Toedscool018   Toedscrew019   Ponyta020   Rapidash

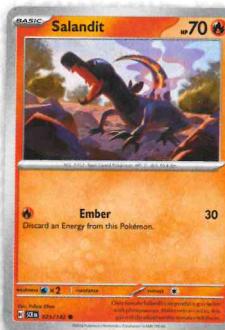
021 □ Pansear



022 □ Reshiram



023 □ Salandit



024 □ Salazzle



025 □ Turtonator



026 □ Scorbunny



027 □ Raboot



028 □ Cinderace ex



029 □ Charcadet



030 □ Blastoise ex



031 □ Lapras



032 □ Lapras ex



033 □□ Marill



034 □□ Azumarill



035 □□ Finneon



036 □□ Lumineon



037 □□ Tirtouga



038 □□ Carracosta



039 □□ Froakie



040 □□ Frogadier



041 □ Greninja ex

★★



042 □□ Crabominable

◆



043 □□ Chewtle

044 □□ Drednaw

★



045   **Veluza**046   **Electabuzz**047   **Electivire**048   **Chinchou**049   **Lanturn**050   **Joltik**051   **Galvantula ex**052   **Charjabug**053   **Vikavolt**054   **Togedemaru**055   **Zeraora**056   **Pawmi**



069 □□ Espanha



070   Greavard



071   Iron Boulder



072   Cubone



073   Marowak



074 □□ Rhyhorn



075   Rhydon



076   Rhyperion



077   Meditite



078   Meditate



079   Medicham



080  Medicham ex



081 □□ Riolu



082 □ Lucario ex



083 □□ Mienfoo



084 □□ Mienshao



085 □□ Pancham



086 □□ Diancie



087 □□ Crabrawler



088 □□ Falinks



089 □ Garganac ex



090 □□ Koraidon



091 □□ Gulpin



092 □□ Swalot



093 □□ Pangoro



094 □□ Impidimp



095 □□ Morgrem



096 □□ Grimmsnarl



097 □□ Bombirdier



098 □□ Jirachi



099 □□ Klink



100 □□ Klang



101 □□ Klinklang



102 □□ Meltan



103 □□ Meltan



104 □□ Melmetal



105 □ Melmetal ex

★★



106 □ Duraludon



107 □ Archaludon



108 □ Varoom



109 □ Revavroom

110 □ Orthworm ex



111 □ Raging Bolt



112 □ Tauros



113 □ Eevee

114 □ Hoothoot



115 □ Noctowl



116 □ Glameow



117 Purugly



**Nyan Roll** 80  
Once during your turn, if heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness × 2 resistance \* retreat \*  
This ability can't be used if another Pokémon's Veneer or its like is used to make a move sufficiently counter effective.

118 Fan Rotom

**Ability** Fan Call

Once during your first turn, you may search your deck for up to 2 cards that have Fan Call in their descriptions and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

**Assault Landing** 70  
If there is no Stadium in play, this attack does nothing.

weakness × 2 resistance \* retreat \*  
This ability can't be used if another Pokémon's Veneer or its like is used to make a move sufficiently counter effective.

119 Bouffalant

**Ability** Curly Wall

As long as you have at least 1 other Bouffalant in play, all damage done to this Pokémon by attacks from Basic non- $\mathbb{R}$  Pokémon is reduced by 20%. This effect is removed when this Pokémon's Veneer or its like is used to make a move sufficiently counter effective.

**Boundless Power** 130  
During your next turn, this Pokémon can't attack.

weakness × 2 resistance \* retreat \*  
This ability can't be used if another Pokémon's Veneer or its like is used to make a move sufficiently counter effective.

120 Tornadus



**Knuckle Punch** 50

**Storm Barrier** 100  
During your opponent's next turn, this Pokémon takes 50 less damage from attacks (after applying Weakness and Resistance).

weakness × 2 resistance \* retreat \*  
This ability can't be used if another Pokémon's Veneer or its like is used to make a move sufficiently counter effective.

121 Fletchling



**Send Back** 10  
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

weakness × 2 resistance \* retreat \*  
This ability can't be used if another Pokémon's Veneer or its like is used to make a move sufficiently counter effective.

122 Fletchinder



**Speed Dive** 50

weakness × 2 resistance \* retreat \*  
Its body has a radius of just over a mile. In any land, Pokémon should move as well—show them the way.

123 Talonflame



**Aero Chase** 110+  
If the Rest cost of your opponent's Active Pokémon is \*\* or more, this attack does 110 more damage.

weakness × 2 resistance \* retreat \*  
When it generates energy, it can strike from the sky. If it does, the damage is doubled. If it does, the feathers are used as a temporary nest.

124 Wooloo



**Knock Over** 30  
You may discard a Stadium in play.

weakness × 2 resistance \* retreat \*  
The curly fleece is such an effective insulator that it's hard to move when it's wet. If it gets wet, it might not be up to the task it's informed.

125 Dubwool



**Ability** Soft Wool  
This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

**Knock Over** 70  
You may discard a Stadium in play.

126 Lechonk



**Rear Kick** 30

weakness × 2 resistance \* retreat \*  
It can't be hit from behind. It's good to practice a rear-kick, so that it's not surprised if it's attacked from behind.

127 Cyclizar



**Tail Snap** 10  
**Speed Attack** 50

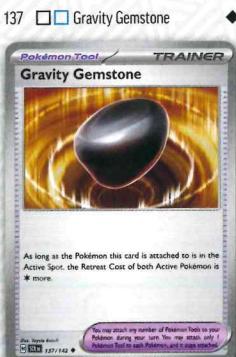
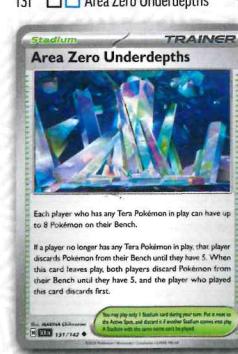
weakness × 2 resistance \* retreat \*  
It's not afraid of getting its tail stepped on. It's good to practice a rear-kick, so that it's not surprised if it's attacked from behind.

128 Terapagos ex



**Unified Beadown** 30+  
It takes 10 seconds to use this attack. During your first turn, this attack does 30 damage for each of your Benched Pokémon.

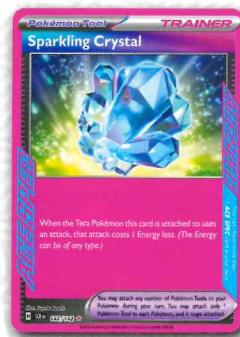
**Crown Opal** 180  
During your opponent's next turn, prevents all damage done to this Pokémon by attacks from Basic non- $\mathbb{R}$  Pokémon.



141 □ Payapa Berry



142 □ Sparkling Crystal



143 □ Bulbasaur



144 □ Ledian



145 □ Lileep



146 □ Turtonator



147 □ Raboot



148 □ Squirtle



149 □ Crabominable



150 □ Joltik



151 □ Zeraora



152 □ Milcery



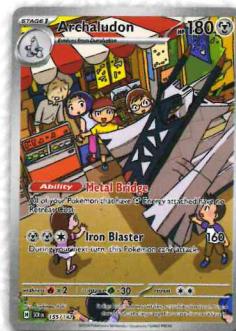
153 □ Meditite



154 □ Gulpin



155 □ Archaludon



156 □ Hydrapple ex



157 □ Cinderace ex



158 □ Lapras ex



159 □ Galvantula ex



160 □ Dachsbur ex



161 □ Medicham ex



162 □ Orthworm ex



163 □ Briar



164 □ Crispin



165 □ Kofu

★★



166 □ Lacey

★★



167 □ Hydrapple ex

★★



168 □ Galvantula ex

★★



169 □ Dachsbur ex

★★



170 □ Terapagos ex

★★



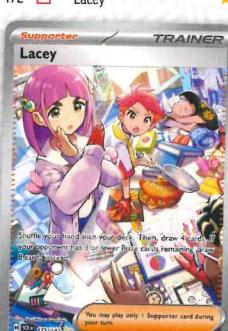
171 □ Briar

★★



172 □ Lacey

★★



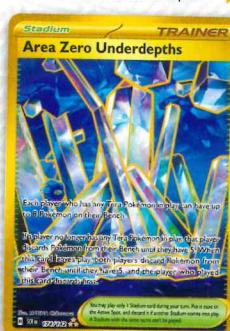
173 □ Terapagos ex

★★



174 □ Area Zero Underdepths

★★



175 □ Bravery Charm

★★



## Pokémon TCG: Scarlet & Violet Series Promo Cards

You can add even more Pokémons to your collection with promo cards! These cards can be found in various Pokémon TCG products that feature the Scarlet & Violet–Stellar Crown expansion.

### Ledian, Crabominable, Drifblim & Bouffalant

Found in Pokémon TCG: Scarlet & Violet–Stellar Crown Build & Battle Boxes



### Horsea & Porygon2

Found in Pokémon TCG: Scarlet & Violet–Stellar Crown single-booster pack blisters



## Latias & Tinkaton

Found in Pokémon TCG: Scarlet & Violet–Stellar Crown three-booster pack blisters



## Noctowl

Found in Pokémon TCG: Scarlet & Violet–Stellar Crown Elite Trainer Boxes





## CREDITS

### Original Japanese Game

**Executive Producer:** Tsunekazu Ishihara

**Producer:** Yuji Kitano

**Director:** Atsushi Nagashima

**Original Game Design:** Tsunekazu Ishihara, Kouichi Ooyama, and Fakumi Akabane

**Game Development:** Creatures Inc.

### English-Language Version

**The Pokémon Company International**

**Producer:** Kenji Okubo

**Product and Game Development:** Barry Sams, Yasuhiro Usui, Jim Lin, Kyle Sucevich, Mia Violet, Tyler Ninomura, Paul Peterson, Kenny Wisdom, Barb Ng, Tim Devine, Seth Kuepker, Fertessa Scott, and Walter Barber

**Production Coordination:** Russ Foster, Jay Moon, Doug Storms, David Hoskinson, Ross Garrett, Corey Lewis, John Moore, Paige Robison, Gina Castaneda, Riley Padua, and Kristin Hayman

**Project Management:** Jen Wood, Yuya Toyomaru, Noriko Tseng, Jeff Hansen, Breon McMullin, Ron Foster, Arden Williams, Miyano Sato, Jonathan Novotarski, James Richards, Brendan Gaylord, Sachiko Hogge, and Wakaba Huffman

**Translation:** Satoko Deas, Bryson Clark, David Dunlap, Chris Walters, and Ryan Sugo

**Game Data Management:** Dylan "ExoByte" Mayo and Rachel Henson

**Elite Trainer Box Book Writing:** Holly Bowen, Mia Violet, Amelia Bottemiller, and Tyler Ninomura

**Rulebook Writing:** TPCi Editing Staff and Kyle Sucevich

**Editing Coordination:** Anja Weinbach

**Editing:** Hollie Beg, Eoin Sanders, Holly Bowen, Stephen "Phen" Crane, Laura Temple, and Katie Dunlop

**Graphic Design (Creative):** Doug Wohlfeil, Adam Law, Anupa Patel, Huy Cao, Kevin Fish, Kumi Okada, Gwen Machan, Julie Jennings, Kodi Sershon, Taylor Hardman, Chris Franc, and Kevin Lalli

**Graphic Design (Card Localization):** Kayla Mogensen, Christopher Brittain, Sang Hoon Shin, Lauren Batzer, and Michael Heck

**Marketing Asset Design:** Cara Weiss, Kara Kansaku, Danny L. Haymond Jr., Patrick Sexton, Jocelyn Sinner, and Amara Kallgren

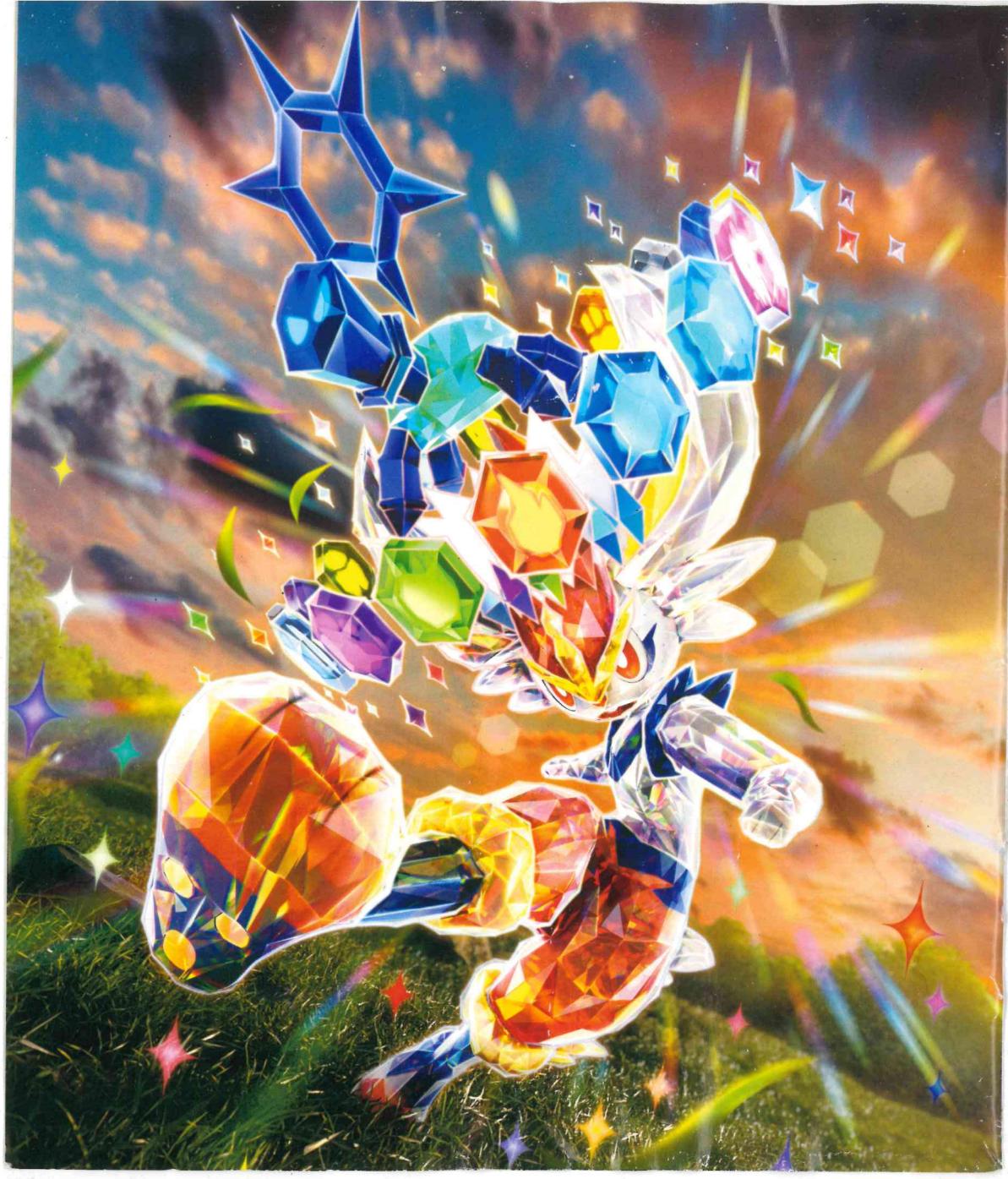
**Graphic Design (Logo):** Kevin Fish

**Booster Pack Illustrations:** N-DESIGN

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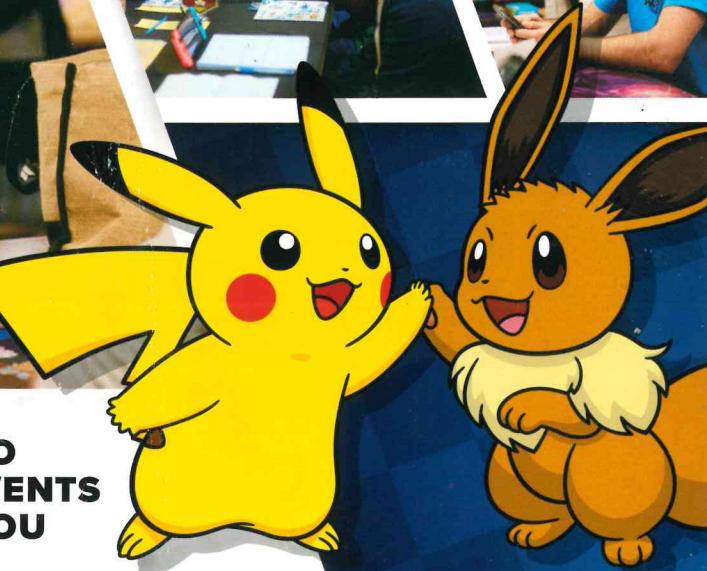
# JOIN YOUR LOCAL PLAY! POKÉMON COMMUNITY!

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SCAN TO  
FIND EVENTS  
NEAR YOU





## The logo for the Scarlet &amp; Violet Stellar Crown expansion. It features the words "SCARLET &amp; VIOLET" in a smaller, decorative font above the main title "STELLAR CROWN". The main title is in a large, bold, blue font, all contained within a decorative border that resembles a crown or a starry sky.

Help us be the very best—  
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